

SVILLAND

CAMPAIGN SETTING

DEMO BOOKLET





ABOUT SVILLAND

Svilland is a campaign setting for Dungeons and Dragons 5E that is based on Norse mythology and culture. It is a world where three kingdoms are in struggle with each other in a savage landscape, full of many dangers and hardships even after Odin's conquest over Vanir in the archaic times. With an atmosphere that is darker than many other settings of the genre, Svilland reflects the endurance and necessary brutality of the Norse, and Vikings thereof.

In its present time, the realm is in a period when two of the omens of Ragnarok have appeared and the realm is waiting for the third one that will mark the coming of the end days. Odd, the Father of Frost Giants and the Bringer of the Black Winter has been awakened and left his prison throne, the spear that is made for keeping him there has fallen to the floor. In the meanwhile, races and people of the realm are still indulged in their daily matters and quests.

Under the content of Norse and Vikings, we are preparing a campaign setting that has two new classes, 24 new archetypes, 14 new domains for nine deities, 20 new monsters, 100 new magical items and many new spells, feats and equipment. When published, it will have over 100 pages of content.

ABOUT THIS BOOKLET

In this booklet, we are providing you a sneak peek so that you can use for a play test and see for yourself. A small geography of one of the three regions is also provided, where you can run a mini-campaign. You can test four of the domains with your cleric (or gothi, in Norse terms), archetypes for the barbarian, the fighter, the ranger and the sorcerer, as well as our brand new class the runewalker with rune magic. We also included some of the monsters that you can challenge your players with and some of the new feats.

We wish you a marvelous adventure, skoll!
Dream Realm Storytellers

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RACES

VESTRI

Vestris generally live on the western region of Svilland. They are mostly sailors and shipwrights. Some of them live in the woods. They often have blue eyes and dark hair. As their kingdom is ruled by a prophet of Aegir, they dominantly worship the god of the sea.

CONFINED AND CONTENT

Vestri don't waste time on minding other races' affairs. They are welcome of outsiders, as long as their culture and the prophet is respected like Aegir they represent

Sami "A nomad folk on their own and better to be left alone. They are just different from rest of the realm. Some think their connections with spirits defy our gods and they are just as heretic as the mythical vanir."

VESTRI NAMES

Male Names: Agnar, Bodvar, Dag, Forni, Gauk, Holmfast, Kabbi, Ljot, Manni, Orn, Ref, Skap, Tofi, Trud, Unn.

Female Names: Annete, Asa, Brida, Dagny, Ella, Grima, Hella, Ingrid, Karin, Mathilda, Ruth, Synne, Thorhalla, Vilde, Yvonne.

VESTRI TRAITS

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Vestri live nearly 70-90 years and they become adult at their 16.

Alignment. Vestris can be of any alignment.

Size. Medium. Vestris are generally 5-6 feet and 125-250 pounds.

Speed. 30 ft.

Languages. Austris (Common) and Vestris.

Survive. You are proficient for your Stealth or Survival.

Too Stubborn to Die. You gain +1 Hit Points per character level.

Aegir's Blessing. You have proficiency with javelin, pike and trident.

Religious Settlements. You have proficiency in Religion skill.

SAMI

Samis are a semi-nomad people little shorter than other Nordic humanoids. They have a language that is unknown to most other races. They generally have pale skin but some girls and boys born with distorted marks on their skin because of dark spirits.

WISE FOLK OF THE WOODS

Sami like to wrap themselves with the curtain of mystery they have on the minds of others. Still, they aren't hesitant to act in manners they see just, including helping or guiding others.

Vestri "Some obsessed with their sea god's prophet, some too indulged in their own affairs. Vestri just come in many colors. Like other folk, they don't know us and are wary of us, but we haven't had any trouble with them."

SAMI NAMES

Male Names: Áillon, Bávval, Curtnaş, Dure, Ealjá, Feles, Gárral, Hegon, Ilbmar, Járre, LávrRAS, Nilá, Rede.

Female Names: Áile, Elen, Biellá, Čuvje, DuoJá, Gideš, Helbme, Inger, Janihtá, Káre, Liljá, Máidna, PiiJá, Ráhkkel, Siru.

SAMI TRAITS

Ability Score Increase. Your Wisdom score increases by 2 and Dexterity score increases by 1.

Age. Samis live nearly 70 years and they become adult at their 15.

Alignment. They can be of any alignment.

Size. Medium. Samis are generally 5-6 feet and 125-250 pounds.

Speed. 30 ft.

Languages. Austris (Common) and Saami

Damage Resistance. They are resistant to Psychic Damage.

Spirit Ancestors. You have proficiency in Survival.

Nomad Hunters: You have proficiency with all kinds of bows and slings.

Eyes of the Heart. You have proficiency in your Insight.



NEW CLASS OPTIONS

BARBARIAN ARCHETYPE

SVINFYLKING (BOAR-SKIRT)

Boars are angry, Svinfylking are more angry.

MEET EVERYTHING HEAD ON

At 3rd level, once per turn, if you move at least 10 feet straight towards a creature and hit with a melee weapon attack, target takes 1d8 extra damage. This increases to 2d8 at 6th level, 3d8 at 10th and 4d8 at 14th level. Can be stacked with Charger feat.

FULL OF RAGE

Boar's rage is more savage than other animals'. At 6th level, Svinfylking gain +2 damage while raging. This damage increases to +3 at 10th and +4 at 14th level.

KING OF THE TUNDRA

If there is one thing more fearful than a boar, it is a raging boar. Starting from 10th level, opponents who see a raging Boar Barbarian rolls for fear save. Save DC 10 + Barbarian's Str Modifier. Lasts for Str modifier rounds.

BOAR'S ENDURANCE

While raging, barbarian gets the boar's endurance. At 14th level, Boar Barbarian gains damage resistance against piercing, slashing and bludgeoning, even if they come from a magical weapon.

BARD ARCHETYPES

HELORD

Bard tradition of Helord (Hel's Word) is quite a different one. It is said that the founder of the tradition is a master bard who travelled to Helheim and saw something horrific there. Whatever that was, it drove him mad, and he returned preaching an impending doom. The story to end all stories of the realm. The story of... Ragnarok.

Bard following this tradition can summon the powers of Hel through their performance. While many of them are inherently evil, some try to use these powers for a greater good.



VOICES FROM HEL

As a bard following this tradition, you hear faint voices that feel like coming from another realm. These otherworldly whispers do not impede your actions, but in fact provide you gifts in their own nature.

At 3rd level, you gain the following features;

Detect Hel: The whispers give you hints about presence of Hel's forces. Within 60 feet, you gain knowledge of the location of any fiend of Hel around you. You can also detect the presence of areas that are divinely affected by Hel from 200 feet. You can use this feature 1 + your Charisma modifier times throughout the day. After you finished your uses, you regain them by finishing a long rest.

Unholy Visage: Although creatures around you do not hear the voices, they feel something eerie about you. You can use this to your advantage and gain an Advantage on one of your Intimidate checks against a target that felt this way. Fiends or other creatures that are connected to Hel (such as a gothi with one of Hel's domains) cannot be targeted by this feature. Once used, you must finish a long rest before using this feature again.

TERROR OF TORMENT

At 6th level, you gain the ability to make your torment seem horrific to others, just as the souls that are tortured forever in Helheim. Whenever you are injured and not at your Hit Point maximum, your Spell save DC against Wisdom checks increases by 1. If you are below half of your Hit Point maximum, it increases by 3. This does not affect fiends of Hel, or Hel's devoted followers such as gothi of Hel.

MESSENGER OF HEL

At 14th level, you gain the ability to summon a powerful fiend from Helheim, Hel Tormentor. In 1 action, you summon the fiend within 90 feet. When present, the fiend is friendly to you and your allies, and it obeys to your commands. It remains under command for 1 minute. After that, you have to make a Charisma save roll against the fiend's Spell Save DC to banish it. If you fail your save, it remains and becomes hostile to you and your allies as well. When the fiend breaks free from you this way, it can stay in the realm for up to 1 hour. If its Hit Points decrease to 0, it gets banished and fades away.

CLERIC DOMAINS

In this booklet you will find 4 domains that we create for Svilland. They are Sacrifice, Ran, Oceanic and Protection.

SVILLAND DEITIES

Deity	Alignment	Omen	Domains
Odin	CN	Raven	Knowledge, Rune, Sacrifice, War
Aegir	CN	Large salmon	Oceanic, Ran, Tempest
Balder	NG/NE	Art or suffering	Agony, Virtue, Wicked, Vengeance
Freyja	NG	Boars nearby	Protection, Life, Nature, Virtue
Thor	LN	Thunder nearby	War, Tempest, Forge, Strength
Loki	CE	Snake	Illusion, Trickery, Vengeance, Grave
Hel	LE	Smell of death	Cold, Death, Grace, Wicked
Tyr	LN	Eagle cry	War, Protection, Sacrifice, Law
Fenrir	CE	Howl of beasts	Vengeance, Wicked, Fury, Nature

SACRIFICE DOMAIN (ODIN TYR)

Most of the cultures in Svilland do not forget or hesitate to offer sacrifices to their deities in almost every errand, spraying blood over fields for good harvest, offering meat to Freyja for a healthy child and so on. On the other hand the Sacrifice domain focuses on sacrifices that are offered in the direst of situations, situations of combat and naturally life and death. Those devoted to this domain offer sacrifices while in combat, and gain powers from their deities in return, in order to offer more sacrifices.

SACRIFICE DOMAIN SPELLS

Cleric Level	Spell
1st	alarm, shield
3rd	suggestion, blur
5th	haste, tongues
7th	locate creature, evard's black tentacles
9th	bigby's hand, dominate person

BONUS PROFICIENCY

When you choose Sacrifice domain at 1st level, you gain proficiency with Heavy Armor.

OFFER SACRIFICE

Also starting at 1st level, you gain the ability to offer sacrifices to your deity for gifts of power. Whenever a creature is slain by you or a believer of your deity within your party, you gain a gjof, "gift" from your deity. Creatures provide gjof according to their Challenge Rating, the number of gjof gained from a creature starts with 1 from a CR of 1/8 and increases by 1 for each successive level of CR.

You can then use these gjof to regain lost spell slots, empower your features, or regain spent features. Once generated, these gjof are available until next dawn. You can see what you can do with gjof below;

Regaining Lost Hit Points

- By spending 1 gjof, you can regain lost Hit Points equal to your Wisdom modifier.
- By spending 2 gjof, you can make a target within 30 feet of you regain lost Hit Points equal to your Wisdom modifier

Increasing Damage

- By spending 1 gjof, you can add 1d6 radiant damage (or necrotic if Hel) to any damage you inflict.
- By spending 2 gjof, you can add 1d6 radiant damage (or necrotic if Hel) to any damage a target within 30 feet of you inflicts.

Spells and Spell Slots

- By spending a number of gjof equal to 3 + spell slot level, you can regain a used spell slot of that specified level.
- By spending a number of gjof equal to 3 + spell slot level, you can empower that spell as if affected by Empower Spell metamagic feature of Sorcerer (see Player's Handbook)

CHANNEL DIVINITY: IN THE NAME OF YOUR DEITY

Starting at 2nd level, you can use your Channel Divinity to dedicate the attacks of your allies to your deity and get bonus to any damage you inflict per turn.

As an action, you present your holy symbol and say a prayer to your deity. Your allies within 30 feet of you gain bonus damage as radiant (or necrotic if Hel) damage equal to your Wisdom modifier to damage they inflict with any kind of attack (applied once per turn). You and anyone devoted to your deity gains radiant (or necrotic if Hel) damage equal to double of your Wisdom modifier instead. Once activated, this feature lasts for 1 minute.

MARK FOR SACRIFICE

At 6th level, you gain the ability to mark and prepare a target for sacrifice.

As an action, you say a short prayer and point your hand and to a target that is within 60 feet of you. That target must succeed on a Wisdom saving throw. If it fails, it takes 2d10 radiant damage (or necrotic if Hel) and it is marked for sacrifice. The target takes half the damage on a successful saving throw.

A target that is marked has Disadvantage on any rolls it makes against you. Additionally, if you use Offer Sacrifice on that target, it provides an additional gjof.

Once activated, this feature lasts for 1 minute. Once used, you cannot use this feature again until you finish a long rest or spend 3 gjof.



SACRIFICIAL GROUND

At 8th level, you gain the ability to perform a ritual that makes a place a sacred ground for sacrifices to your deity. You make the ritual by saying a special prayer for 1 minute, while marking the boundaries of the area with your hand in the air and spraying some blood of any creature to the ground. It covers an area of 200 feet. If you take any damage or are interrupted because of a condition, the ritual fails, and you must start again. When you are finished, that area becomes a Sacrificial Ground and has the special properties below;

- Gjof you gain from creatures increases by 1.
- You can use Mark for Sacrifice as a bonus action.
- Your Spell Save DC and spell attack modifier increases by 2.
- You can spend 2 gjof to automatically succeed a saving throw.
- You can spend 4 gjof to make a target within 30 feet of you automatically succeed a saving throw.

Sacrificial Ground lasts for number of hours equal to your Wisdom modifier. Once used, you cannot use this feature again until you finish a long rest or spend 5 gjof.

BLOOD EAGLE

At 17th level, you gain the ability to offer the greatest sacrifice to your deity, the Blood Eagle. It is both deeply feared and awed method of execution and sacrifice through the realm.

As an action, you target a creature within 60 feet of you. The creature rolls a Constitution saving throw. On a failed save, it takes 4d10 + your cleric level amount of piercing damage. Targeted creature's back gets ruptured and its lungs spread over its shoulders if it's dropped to 0 hit points, resembling an eagle with wings made of blood. If it's not dropped to 0 hit points, a terrible wound appears. The creature shouts out unbearable screams, its voice enchanted by the will of your deity. This scream can cause one of the two effects chosen by you;

Fear from the Wrath: The creature's allies within 200 feet of it must roll Wisdom saving throws. Spell Save DC for this feature is your Spell Save DC + gjof worth of the creature as explained above. Those who fail the throw become Frightened.

Sacred Fury: Your allies within 200 feet of the target creature get encouraged by the scream. They gain the creature's gjof worth as a bonus radiant damage (or necrotic if Hel) they inflict with any kind of attack (counted only once per turn). You and anyone devoted to your deity gain an additional radiant damage (or Necrotic if Hel) equal to your Wisdom modifier.

Once activated, this feature lasts for 1 minute. Once used, you cannot use this feature again until you finish a

long rest or spend 10 gjof.

RAN DOMAIN (AEGIR)

As Aegir's wife, Ran watches over her husband and takes care of the errands of the oceans' depths. Yet, she is different from Aegir, her methods are hollower and probably more evil. She likes to carry unaware sailors into the oceans' depths, convert them into undead servants for eternity, and loot their treasure to put it to Aegir's chest. Her domain focuses on the haunting charm of the depths she holds, causing bodies to wither and minds to melt to the charm of the Lady of the Depths. Her devoted spread her presence to wherever possible, and trade power for Aegir's Gold they sacrifice to the lady.

RAN DOMAIN SPELLS

Cleric Level	Spell
1st	arms of hadar, charm person
3rd	web, see invisibility
5th	water breathing, water walk
7th	polymorph, hallucinatory terrain
9th	dominate person, hold monster

BONUS PROFICIENCY

When you choose Ran domain at 1st level, you gain proficiency with Heavy Armor.

AEGIR'S GOLD

Also starting at 1st level, you learn the sacred ritual of the sailors that bless you with the gift of gold from Aegir's chest in the depths. By expending a spell slot, you convert a gold piece to a special token called Aegir's Gold. You can then spend these golds to make a trade with Ran, through the powers she gives you, spending methods are listed as below;

- By spending 1 Aegir's Gold, you can increase Spell Save DC or spell attack modifier of a cleric spell you will cast by 2 (you can stack this feature to a maximum of your Wisdom modifier or half your cleric level, whichever is higher)
- By spending 1 Aegir's Gold, you can bypass the Material component of a cleric spell you will cast, given that the component is not worth more than 50 gold in value.
- You can spend Aegir's Gold to activate your features listed below, details given under the features.

You can convert a number of gold according to the cleric spell slot you expend. For example, a 1st level spell slot would convert 1 gold, and a 6th level slot would convert 6 golds. You also should make a shallow cut on your hand and drip the blood onto the gold, this does not harm you (does not inflict any damage, condition, or



Disadvantage).

The ritual takes 1 hour no matter how many golds are converted. As these golds are dedicated to you only, they do not work even for other clerics of the Ran domain, they carry the same monetary value as they would as a normal gold. On the other hand, they give out a slight silvery light that you can perceive easily. It also radiates a slight aura of divine power but does not have any magical properties except that. Aegir's Gold become a normal gold again at the next dawn.

CHANNEL DIVINITY: VISAGE OF THE DEPTHS

Starting at 2nd level, you can use your Channel Divinity to conjure the absence of light that exists at the depths of the oceans.

As an action, you present your holy symbol and invoke a visual of a water's depths within 30 feet of you. Within the area colors and sounds are distorted as if they are being perceived under tens of feet beneath the water surface. Creatures you select within the area must roll Wisdom saving throws. On a failed saving throw, they take necrotic damage equal to $1d10 +$ your cleric level and become Frightened, on a successful saving throw they take half that damage. You also inflict an additional necrotic damage equal to your Wisdom modifier against the creatures that are Frightened by this feature with any kind of successful attack you make against them. Frightened creatures remain frightened for 1 minute. They can roll Wisdom saving throws to break free from the effect on the successive turns.

Rather than waiting to regain your expended Channel Divinity uses, you can choose to reactivate this feature by spending 4 Aegir's Gold.

RAN'S NET

At 6th level, you gain the ability to summon Ran's Net on your hands.

As an action, you make the net appear on your hands. It works like a weapon net. Any creature (equal to or less than your size) you strike with it gets Restrained and takes $1d10 +$ your Wisdom modifier necrotic damage each turn until it breaks free from the net. If the creature dies within the net, it magically disappears as if pulled down in the ocean. Any valuable items the creature carries remain on the ground, with splatters of dried, greenish blood on them (as if you look at the blood from the depths of a body of water). Additionally, Ran and Aegir become satisfied with your sacrifice for them, and they grant you 1 Aegir's Gold that is found in the net after the creature disappears.

Once summoned, the net remains on the battlefield for

1 minute. Once used, you cannot use this feature again until you finish a long rest or spend 4 Aegir's Gold.

CHANNEL DIVINITY: LULLABY OF THE DEPTHS

Starting at 8th level, you can use your Channel Divinity to chant Lullaby of the Depths.

As an action, you present your holy symbol and invoke a melancholic, haunting but also inviting lullaby that feels like coming from afar and is hearable only slightly. Creatures you select within 60 feet of you must roll Wisdom saving throws. On failure, they are mesmerized by the lullaby.

Mesmerized creatures have their speeds one level slower (meaning that a creature that has a speed of 30 feet now has 20 feet). Their body starts to wither with the daunting song and they take $2d6$ necrotic damage each turn they remain mesmerized. Additionally, they have to come close to the source of the lullaby, which is you. They have to move at least 5 feet towards you each turn they remain mesmerized. When a creature reaches within 5 feet of you, it focuses on you as if affected by the Enthrall spell. If they try to hit you, they get a Disadvantage on their attack roll. If you hit those creatures, you inflict an additional $1d6$ necrotic damage upon a successful attack.

Once activated, affected creatures can remain mesmerized up to 1 minute. They can roll another Wisdom saving throw on each successive turn, they break out of the effect if they succeed.

Rather than waiting to regain your expended Channel Divinity uses, you can choose to reactivate this feature by spending 4 Aegir's Gold.

ACOLYTE OF THE DEPTHS

Starting at 17th level, you have proven yourself as a valuable acolyte for the Lady of the Depths. She blesses you in return, and you become much more powerful with your domain features. Your features are improved as below;

Aegir's Gold

- You can convert back Aegir's Gold to a spell slot of relevant value. For example, you can convert 1 Aegir's Gold back to one 1st level cleric spell slot.
- You can now create 1 additional Aegir's Gold per spell slot expended. This is possible for spell slots of a level higher than 1. A spell slot higher than 1 still creates only 1 additional Aegir's Gold.
- You can spend an Aegir's Gold on a spell to make one of its dice count as maximum. For example, you can make one of the dice of Fireball count as 6 without rolling.



Channel Divinity: Visage of the Depths

- Now additionally creates a magical darkness within 15 feet as if a Darkness spell is cast and has the same effects of the feature, and 30 feet beyond that is still affected as described above.
- Necrotic damage you inflict to creatures that fail their save now becomes 4d10 + your cleric level.
- Bloating, rotting corpses are summoned within the area, they are not considered monsters. They attempt to grapple the creatures within the area with +6 on their Strength (Athletics) check. A creature that fails to escape becomes Grappled. The corpses have an AC of 10 and are destroyed and dissolved into nothing if they take 10 or more damage.

Ran's Net

- You can now summon the Net as a bonus action.
- Necrotic damage you inflict to the creature that is Restrained now becomes 4d10 + your Wisdom modifier.
- You can now use the net against a creature that is one size above you as well.

Channel Divinity: Lullaby of the Depths

- Creatures that are mesmerized now take 4d6 necrotic damage.
- You can choose to make a creature that is within 5 feet of you Charmed. By spending 1 Aegir's Gold, you can choose to Charm an additional creature that is within 5 feet. You can stack this feature up to a number up to your Wisdom modifier. Charmed creatures still take damage from the feature.
- You can choose to make a mesmerized creature that is within 5 feet of you Asleep. By spending 1 Aegir's Gold, you can choose to make an additional creature that is within 5 feet Asleep. You can stack this feature up to a number up to your Wisdom modifier. Asleep creatures still take damage from the feature.

OCEANIC DOMAIN (AEGIR)

The Oceanic domain focuses on vast waters and oceans surrounding Svilland. It holds the power of Aegir, through water creatures and might of his oceans. Aegir grants this domain to his followers so that they carry the will of the ocean with themselves. They can smite those who act pompously against the truth of Aegir; everything came from the water and it can destroy just as it created, held back only by Aegir's mercy.

BONUS PROFICIENCY

When you choose Oceanic domain at 1st level, you gain proficiency with Swim skill.

OCEANIC DOMAIN SPELLS

Cleric Level	Spell
1st	armor of agathys, speak with animals
3rd	darkvision, misty step
5th	water breathing, water walk
7th	water sphere, conjure minor elementals
9th	pass wall, maelstorm

ESSENCE OF WATER

Also starting at 1st level, essence of water protects you from harm. You gain resistance to fire damage.

CHANNEL DIVINITY: WRATH OF THE OCEANS

Starting at 2nd level, you can use your Channel Divinity to invoke the wrath of your god and his oceans. As an action, you magically call in the wrecking waves from the ocean. They appear from your spot and carry out into a radius of 30 feet and strike the creatures you choose. Targets must make a Dexterity or Strength save roll to hold still. On failure, they get carried out of the 30 feet radius and fall prone. Additionally, the targets that get carried away take 2d10 + your cleric level amount of force damage, half as much on a successful save. If the target that gets carried away falls into a body of water that is deeper than its length, it must succeed on a Constitution save. On failure, it takes 1d4 Constitution damage due to suffocation if it does not possess a feature that lets water breathing or makes breathing unnecessary.

WARRIOR OF THE OCEANS

At 6th level, you become able to navigate in water with ease, no matter how much armor you wear. Your swim speed increases by 10 feet and you become proficient with Swim if you haven't been so until this level. You also do not apply any penalty from the armor you wear to your Swim checks.

OCEANIC MIGHT

At 8th level, you gain the ability to infuse your spells with the might of the ocean. For any spell of 1st level or higher that has cold damage or if it is a spell listed in your domain spells, you deal an extra 1d8 damage. If you are within 300 feet of a sea or ocean, your Spell Save DC and your Spell attack modifiers also increase by 2.

SUMMON THE SERVANT OF AEGIR

At 17th level, your god of the oceans grant you the service of his champions in the oceans. As an action, you summon an Ocean Giant within 30 feet of you. The giant is friendly to you and your allies. It vanishes if it is fallen to 0 Hit Points or if the duration ends, which is 1 minute. Once you use this feature, you cannot do so again until you finish a long rest.



PROTECTION DOMAIN (FREYJA, TYR)

Protection domain focuses on protection of the devoted against offenders. The gods and goddesses grant protection so that their believers survive the tendrils of the realm and continue to pass on their holy word. Tyr has this domain because he guides and protects his followers in the ever-battle. Freyja has this domain to protect her followers and let her devoted protect the weak and the sick on her name.

PROTECTION DOMAIN SPELLS

Cleric Level	Spell
1st	<i>mage armor, shield</i>
3rd	<i>barkskin, misty step</i>
5th	<i>counter spell, slow</i>
7th	<i>stoneskin, staggering smite</i>
9th	<i>antilife shell, wall of stone</i>

BONUS PROFICIENCY

When you choose Protection domain at 1st level, you gain proficiency with heavy armor.

PRAYER OF PROTECTION

Also starting at 1st level, whenever you cast a spell of 1 level or higher with the Abjuration school, or the spells listed above, you also grant your target +1 AC and resistance against necrotic, poison or acid for the spell's duration. This effect lasts for 1 minute does not stack.

CHANNEL DIVINITY: SHIELD OF MERCY

Starting at 2nd level, you can use your Channel Divinity to create a protective shield.

As an action, present your holy symbol and invoke a blissful protective shield granted by your deity. You can set the shield around yourself or a target within 30 feet of you. A creature that is protected by this shield cannot have Disadvantages. Any effects that would cause the Disadvantage is also rendered ineffective. For example, a creature protected by this shield automatically succeeds against Blindness/Deafness spell. Once set, the shield remains for a minute.

WALLS OF ASGARD

At 6th level, you gain the feature Walls of Asgard. As an action by invoking the power of your deity, you create a wall of radiant energy centered within 30 feet of yourself. It is 10 foot by 10 foot and it does not have a depth. Creatures that are within 5 feet of the wall while it is conjured take 2d6 radiant damage. Creatures that touch the wall also take 2d6 radiant damage. You can declare allies who will not take damage from it. Additionally, choose one side of the wall, that side will be protected

by the wall as if it is a Globe of Invulnerability spell (see Player's Handbook). This effect applies against attacks made from the other side of the wall. Once set, you can shift the location of the wall once, centering it to somewhere else within 30 feet of you. The wall holds on for 1 minute. Once used, you cannot use this feature again until you finish a long rest.

HOLY GUARDIANS

At 8th level, your deity aids you with its favored servants from the other world. As an action, you summon Furious Boars or Lesser Holy Guardians according to the list below;

Cleric Level	Freyja Servants Summoned	Tyr Servants Summoned
8th	1 Vanir Boar	1 Lesser Holy Guardian
10th	2 Vanir Boar	2 Lesser Holy Guardians
12th	3 Vanir Boars	3 Lesser Holy Guardians
14th	1 Vanir Dire Boar	1 Holy Guardian
16th	1 Vanir Dire Boar, 1 Vanir Boars	1 Holy Guardian, 1 Lesser Holy Guardian
18th	1 Vanir Dire Boar, 2 Vanir Boars	1 Holy Guardian, 2 Lesser Holy Guardians
20th	1 Vanir Dire Boar, 3 Vanir Boars	1 Holy Guardian, 1 Lesser Holy Guardians

ZEALOT OF PROTECTION

Starting from 17th level, your deity grants you the will of utmost protection channeled through your protective spells. Whenever you cast a spell of 1 level or higher with the Abjuration school, or the spells listed above, you also grant your target +3 AC and 2 resistances against necrotic, poison or acid for the spell's duration. If you cast an Abjuration or Protection domain spell that is 6th level or higher, you also grant your target resistance against piercing, slashing and bludgeoning damage. This effect lasts for 1 minute does not stack.

FIGHTER ARCHETYPE

RUNE WARRIOR

Rune Warrior is a fighter who learns certain runes, enchanting their weapons and armors with them and uses them to gain advantage in combat, to survive in the nature or to gain sights beyond mortal eyes. As they grow in power, Rune Warriors not only learn more powerful runes but also gains the ability to enchant more potent weapons and armors.

BOUND TO WEAPONS AND ARMORS

At 3rd level, Rune Warrior builds a bond between him/her and his/her armor and weapon. At a time, rune warrior can have a bond with one non magical armor and one non magical weapon at 3rd level. When a third bond is tried to be built, first or second one gets lost.



RUNE COMBATANT

At 3rd level, Rune Warrior can engrave runes of certain effects to his/her bonded weapon or armor. One Level 1 rune can be engraved on a weapon and 1 rune can be engraved on an armor at 3rd level. Runes are needed to be activated to take in effect and they have a certain number of usages between two long rests. This is equal to Proficiency Bonus + Intelligence Modifier. If a weapon or an armor has more than one rune engraved on it, when activated, all of the runes are activated. Rune Warrior can choose not to activate all of the runes. Engraving a rune takes 8 hours. DC for the effects that is requiring a saving throw is equal to 8 + proficiency bonus + Int Modifier + Level of the Rune. Activating a rune is a bonus action. When activated, weapon runes lasts for a round while armor runes are staying activated for 1 hour. Here is a list of runes;

WEAPON RUNES

	Level 1	Level 2	Level 3
Fire	+1d6	+2d6	+3d6 fire damage
Cold	+1d6	+2d6	+3d6 cold damage
Thunder	+1d6	+2d6	+3d6 thunder damage
Lightning	+1d6	+2d6	+3d6 lightning damage
Necrotic	+1d6	+2d6	+3d6 necrotic damage
Acid	+1d6	+2d6	+3d6 acid damage
Poison	+1d6	+2d6	+3d6 poison damage
Force	+1d6	+2d6	+3d6 force damage
Psychic	+1d6	+2d6	+3d6 psychic damage
Radiant	+1d6	+2d6	+3d6 radiant damage
Fear	1	2	3 turns frightened DC Wisdom
Vampiric	½	½	1 times of the damage dealt hp regained
Scourge	1	2	3 turns poisoned DC Con
Cleave	1	2	3 extra target hit
Exhaustion	1	2	3 level exhausted for 1 round DC Con
Shrink	1	2	3 size reduced
Arrow Returning	1	2	3 arrows returned
Returning	10	20	30 feet thrown weapon returns to hand
Hardness	+1	+2	+3 AC to weapon against break attempts
Devastating Critical	+3d6	+5d6	+7d6 damage when for critical hit
Extra Range	¼	½	1 times range increased
Pushing	5	10	15 feet pushes*
Seeking	½	¾	Total cover ignored

* The target straight away. A Strength check is needed. The target does not provoke an attack of opportunity to you but provokes an attack of opportunity to others which are able.

ARMOR RUNES

Warmth	Protects from non magical cold weathers
Disguise	Look of the armor can be changed to something else
Detect Undead	As the spell
Locate Animals/Plants	As the spell
Detect Good and Evil	As the spell
Detect Magic	As the spell
Detect Rune	As the spell
Softening	Halves the weight of an armor.
Bulking	Doubles the weight of an armor.

LINGERING RUNES, LESSER

Engraved runes leave a certain magical energy on weapons and armors. At 7th level, runic weapons and armors of rune warrior which s/he has been bonded becomes +1. Also, at 7th level, 1 uncommon armor or 2 common or lower armors and 1 uncommon weapon and 2 common or lower weapons can be engraved by runes.

FEAR MY RUNIC MIGHT

At 10th level, 2 runes can be engraved on armors and 1 Level- 1 and 1 Level- 2 runes on weapons. Also, at 10th level, 1 rare armor or 2 uncommon or lower armors and 1 rare weapon and 2 uncommon or lower weapons

LINGERING RUNES

Left magical energies by the runes becomes more potent as Rune Warrior grows in power. At 15th level, runic weapons and armors of rune warrior which s/he has been bonded becomes +2. Also, at 15th Level, 1 very rare armor or 2 rare or lower armors and 1 very rare weapon and 2 rare or lower weapons.

BECOME ONE WITH THE RUNES

At 18th level, 3 runes can be engraved on armors and 1 Level- 1, 1 Level- 2 and 1 Level- 3 runes on weapons. Also, at 18th Level, 1 legendary armor or 2 very rare or lower armors and 1 legendary weapon and 2 very rare or lower weapons.

RANGER ARCHETYPE

ULLR

Ullr archetype are rangers that devote themselves to the hunt in the realm. Differing from Hunter archetype, they believe they are guided by the Ullr, god of hunt and glory and thus work on their deed in a religious manner. To them, the hunt itself is more important than the game, and they live to continue this endless hunt. They are mostly recruited or hired as hunters or manhunters for slaying creatures or humanoids with bounty.



They use their connection to Ullr in their work and undertake a special ritual to commence a hunt. Masters in this archetype have also adopted the ways that legendary monsters use their lairs, and they can prepare hunting lairs with properties similar to that of those monsters.

COMMENCING THE HUNT

At 3rd level, you gain following benefits,

Ritual of the Hunt: By sacrificing a smaller game to your god, you devote the hunt to him. If there is no game to sacrifice, each party member attending the ritual must sacrifice a portion of their blood (worth 1 HP) by cutting their hands. The blood is dripped to a bowl and each member drinks a sip. With prayers and the process, the ritual takes an hour to cast.

In return, god Ullr blesses each one that attended the ritual with a vague sense of the target's location up to a mile. Although they don't know the exact location, characters can sense the direction of the target. Under 600 feet, the Ullr also begin to sense the exact location of the target.

In addition to this blessing, you gain scent for the target and can use your nose to track the target by smell.

The ritual lasts from full moon to full moon, up to a month. If it is cast in mid-month, it still ends when the full moon comes.

Traps: You can create simple traps with your Survival skill. The material needed for the trap should be at hand or harvested from nature if possible. You cannot create traps that require spells that you don't know. Traps come in three levels; moderate, dangerous and deadly. At this level you gain the knowledge of crafting moderate level simple traps. With each additional 4 levels (being 7th and 11th levels) in this archetype, you gain the knowledge of crafting the next level of simple traps.

COMMENCING THE HUNT

At 7th level, you gain following benefits,

Bless of Ullr: If the Hunter's Mark spell is active on the target, you can hit it even through cover except full cover without taking any penalty.

In addition to the benefit, you gain one of the following features of your choice,

Prey's Trophy: By holding a trophy on your body from a creature you hunted, you temporarily gain Favored Enemy on that creature's type. Doing so lasts the effect for a day and consumes the effectiveness of the trophy

afterwards. As Ullr likes variety in preys that are offered to him, you cannot renew the ability for the same kind of creature consecutively. There should be at least one different kind in between.

If you get trophy of a creature that is already your Favored Enemy, you gain an extra 1d6 damage on that creature's type instead. The bonus to damage can only be applied once per turn.

Prey's Senses: When you hurt the target in melee with piercing or slashing damage, you can taste the target's blood. You can also taste its blood from relevant sources such as a plucked-out arrow head from its body or its blood on a trap etc.

By tasting the target's blood, you start to sense the emotions of the target and can act accordingly like an instinctual predator. You roll a Wisdom (Insight) with Advantage against target's Charisma (Deception). If you succeed, you can sense the targets emotions and gain the following reactions accordingly,

Scared: You feel the lust for blood and gain +4 on your attack rolls against the target.

Angry: You feel cautious against the target's rage and gain +4 to your AC against the target.

Content or other: You continue your hunt as normal and gain +2 on your attack roll and +2 to AC against the target.

LURE THE HUNT

At 11th level, you gain the ability to lure your hunt out of its lair.

You pray to Ullr for luring it out. The creature must make a Wisdom saving throw against your Spell Save DC. On failure, it starts to be lured out of its home or lair.

You make your luring more irresistible by offering a sacrifice related to the creature to Ullr. To do so, you must succeed on an in-depth (DC 20) Wisdom (Survival) check for knowledge about the creature's type or Intelligence (Investigation) check for that humanoid's personal affairs. Then you can sacrifice a related object to your god Ullr by burning it, such as the favorite kind of meat of a creature or a belonging that is dear to a humanoid. When you make the sacrifice, the creature gets a Disadvantage on its Wisdom save against being lured out.

The creature then rolls a save against the effect as if it is a Compulsion spell. On a failed save, the target must move towards the location of your choosing as if affect-

ed by the Compulsion spell. This ability is effective in a range of 1 mile and lasts for a day. You can lay traps on the target's way but cannot lure the target into an impassable or dangerous terrain such as the mouth of a volcano or inside a bonfire. The target will stop at the safest distance possible if it realizes a danger (including detecting a trap).

Once used, this feature cannot be used again unless you complete a long rest.

HUNTER'S LAIR

At 15th level just like a monster, you can create a lair for yourself. The lair can have a maximum of 150 feet diameter. Within that lair you gain the following benefits, as a Lair Action

- You gain Advantage on your Perception rolls against your targeted creature in your lair.
- You can make Strength (Athletics) rolls for climbing with Advantage.
- As you know how to slow yourself down within the terrain of your lair, you only take half damage from your fall in it.
- You use your surroundings into your advantage and gain +2 to your AC whenever you are in cover.
- You can use your lair action to activate a simple trap with trigger that you laid within your lair, even if it is not activated by a creature.
- You can use your lair action to swiftly move from one point to another, increasing your speed by two times. If you use this feature in another creature's round, you move as much as your normal speed.
- You can use your lair action to make a Reaction to Dexterity (Stealth) with Advantage. If you use it on your round, you can hide as a bonus action.

You can only use one lair action per turn, you can use it on your round as well as before or after another creature's round.

RUNEWALKER

Many many years ago, when the gods came to these lands, Odin learnt the magic in raw form. As Odin delved deeper and uncovered the mysteries of the magic, he also shaped it. He gave forms to chaotic and raw energies of the world and classified them. Finally, he created runes and gave them to the folk of Svilland.

Then, Runewalkers arose. They understood that runes are a way of life, they made magic and runes a part of life. War, farming, traveling and many other humane things gained a runic meaning.

A LIFE DEDICATED TO RUNES

A Runewalker's life is an adventurous one. As long as they can stand on their feet, they search for the runes. Whenever a rune is found or wherever they are needed, Runewalkers appear. They never miss a chance to learn more about runes.

WALKING ON THE PATHS OF RUNES

Runewalkers travel and gather runes. They keep information, protect it and see it sacred. They also try to live according to the runes and to be an example for other people. A Runewalker who is walking on Path of Protection can be seen helping people around after a fire devoured a part of village or another Runewalker can be observed while learning anatomy in day times by helping the medic of a small village and exercising what she has learnt on the undead she raised from the graveyard of the same village in the night time.

RUNIC MAGIC

You can cast wizard spells and more by invoking the meanings of the runes that you wrote. You do not only know the meaning of the runes but also how to inscribe or engrave and empower the runes.

RUNE PATH

You see the runes as a path in the life to walk on. After you learn about runes and runic magic and choose a rune path. You also know that life has many ways, choices, so does runes. At 10th and 18th level, they choose 1 additional rune path.

Rune paths grants additional bonuses and abilities to you. Every time you gain an archetype feature, thanks to his increasing knowledge on runes, rune paths also reveal another bonus.

RUNIC PURGE

You can spoil runes by purging them with her own power. By expanding an equal spell slot from herself, she can purge the rune and make it useless by leaving only a trace behind.

CLASS FEATURES

As a runewalker, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per runewalker level

Hit Points at 1st Level: 6+ your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per rune walker level after 1st



THE RUNE WALKER

Level	Proficiency Bonus	Features	Cantrip Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Runic Magic, Detect Rune	3	2								
2nd	+2	Archetype Feature, Rune Path	3	3								
3rd	+2	—	3	4	2							
4th	+2	Ability Score Improvement	4	4	3							
5th	+3	Runic Purge	4	4	3	2						
6th	+3	Archetype Feature	4	4	3	3						
7th	+3	—	4	4	3	3	1					
8th	+3	Ability Score Improvement	4	4	3	3	2					
9th	+4	—	4	4	3	3	3	1				
10th	+4	Archetype Feature, Rune Path	5	4	3	3	3	2				
11th	+4	—	5	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1			
13th	+5	—	5	4	3	3	3	2	1	1		
14th	+5	Archetype Feature	5	4	3	3	3	2	1	1		
15th	+5	—	5	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Rune Path	5	4	3	3	3	3	1	1	1	1
19th	+6	—	5	4	3	3	3	3	2	1	1	1
20th	+6	Ability Score Improvement	5	4	3	3	3	3	2	2	1	1

PROFICIENCIES

Armor: None

Weapons: All simple weapons

Tools: Rune scribing tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a handaxe
- (a) robe or (b) wolf fur etc.
- (a) a sage's pack or (b) a researcher's pack

RUNE PATH

Path of Fire

- 2nd Level - You gain Advantage on Persuasion rolls.
- 6th Level - You deal +1d6 damage with spells dealing fire damage.
- 10th Level - You deal +2d6 damage with spells dealing fire damage.
- 14th Level - You deal +3d6 damage with spells dealing fire damage.

Path of Cold

- 2nd Level - You gain Advantage on Intimidation rolls.
- 6th Level - You deal +1d6 damage with spells dealing cold damage.
- 10th Level - You deal +2d6 damage with spells dealing cold damage.
- 14th Level - You deal +3d6 damage with spells dealing cold damage

Path of Thunder

- 2nd Level - You gain Advantage on Religion rolls.
- 6th Level - You deal +1d6 damage with spells dealing thunder or lightning damage.
- 10th Level - You deal +2d6 damage with spells dealing thunder or lightning damage.
- 14th Level - You deal +3d6 damage with spells dealing thunder or lightning damage.

Path of the Dead

- 2nd Level - You gain Advantage on Medicine rolls.
- 6th Level - You can create one more undead with spells you create undead such as animate dead or summon undead. This feature does not work if you do not have enough materials to create additional undead.
- 10th Level - You can create 2 more undead with spells you create undead such as animate dead or



summon undead. This feature does not work if you do not have enough materials to create additional undead.

- 14th Level - You can create 3 more undead with spells you create undead such as animate dead or summon undead. This feature does not work if you do not have enough materials to create additional undead.

Path of Travel

- 2nd Level - You gain Advantage on Survival rolls.
- 6th Level - Exhaustion effects affect you as if they are 1 level lower.
- 10th Level - Exhaustion effects affect you as if they are 2 levels lower.
- 14th Level - Exhaustion effects affect you as if they are 3 levels lower.

Path of Protection

- 2nd Level - You gain Advantage on Perception rolls.
- 6th Level - You gain +1 AC.
- 10th Level - You gain +2 AC.
- 14th Level - You gain +3 AC.

Path of Berserk

- 2nd Level - You gain Advantage on Athletics rolls.
- 6th Level - You gain +1 bonus on attack and damage rolls with melee weapons.
- 10th Level - You gain +2 bonus on attack and damage rolls with melee weapons.
- 14th Level - You gains +3 bonus on attack and damage rolls with melee weapons.

Path of Seal

You may have only one seal at a time. When a second one is to be created, old seal becomes broken.

- 2nd Level - You gain Advantage on Search rolls.
- 6th Level - You can seal a chest, door, lockbox etc. by leaving a rune indicating your understanding of sealing on the material. Opening the seal requires a DC 20 check.
- 10th Level - You can seal a chest, door, lockbox etc. by leaving a rune indicating your understanding of sealing on the material. Opening the seal requires a DC 25 check.
- 14th Level - You can seal a chest, door, lockbox etc. by leaving a rune indicating your understanding of sealing on the material. Opening the seal requires a DC 30 check.

RUNIC TRADITIONS

You can choose different traditions while empowering runes. Both a warrior looking woman, holding an axe

and whose body is full of scars indicating runes and an old man, wearing robes, carrying ink and parchments are Runewalkers.

RUNESCARRED

Runescarreds are fanatics who engrave the runes on their body as scars while uttering the runes. They believe that they have connections with the runes and must empower them with their most potent energy source, blood.

BLOOD FOR THE GODS

At 2nd level, a runescarred can bleed the scar of the rune she is going to use. By this blood split, she deals a damage equal to the level of the rune to herself and she can empower the rune so that she can add half of her proficiency bonus to the DC of the rune cast.

Also, when runescarred drops someone to 0 hp by using spells, recovers hp as much as the double opponent's hd.

SCAR OF GODS

At 6th level, a runescarred who is not wearing any armor gains the proficiency bonus to her armor and gains resistance to one of slashing, piercing or bludgeoning damages coming from non magical sources. Continuously opened and healed scars of the runes toughens the your skin.

SACRIFICE TO ONE-EYED GOD

At 10th level, a runescarred can rip the scar of the rune she is going to use. By this life given, she deals a damage equal to twice the level of the rune to herself and she can empower the rune so that she can add her proficiency bonus to the DC of the rune cast.

Also, when runescarred drops someone to 0 hp by using spells, recovers hp as much as the four times opponent's hd.

RUNE BEARER

At 14th level, a runescarred who is not wearing any armor gains twice the proficiency bonus to her armor and gains resistance to one of slashing, piercing or bludgeoning damages coming from magical sources. Continuously opened and healed scars of the runes made the runescarred's skin impenetrable.

RUNESCRIBE

Runescribes follow runic lore. They believe that ability to write runes is sacred and they aim saving runes by scribing onto parchments, surfaces, anywhere they see fit. They are scribes and their lives are dedicated to write down runic lore so that even a pinch of knowledge is not lost.



MEMORY OF GODS

At 2nd level, you gain 1 additional spell slot to your every spell level below 7th you can use as a runewalker.

SCRIBE OF GODS

At 6th level, you can scribe runes onto rocks, leaves etc. by expanding her spell slots. You can later use those scribed runes without spending a spell slot. Scribing requires certain amount of gold for it is done with a special ink.

Cantrip-25, 1-50, 2-100, 3-250, 4-500, 5-1250, 6-5000, 7-12500, 8-50000, 9-125000.

WORD OF GODS

At 10th level, you can scribe runes for half of the price.

WORD BEARER

At 14th level, you can prepare runes usable by others. While preparing them, you define a command word. Anyone who knows this command word can activate the scribed rune. Effectiveness of the rune is calculated according to your characteristics.

SORCERER ARCHETYPE

KAUN-TOUCHED

Kaun-touched sorcerers carry the magical nature of Kaun, the fire rune. They are attuned better to spells based on fire. Because of rune's nature, they tend to be aggressive and believe in direct confrontation. They can be brave in a level of recklessness. Some of them are obsessed with fire and enjoy seeing the world ablaze, even if includes their friends.

FIRE MAGIC

Your affinity to fire gives you the option to learn some non-sorcerer spells that are based on fire. While learning a new spell, you can choose one among the list below in alternative to spells in your sorcerer spell list. The spell you choose become a sorcerer spell for you.

Spell Level	Spell
1st	Sacred Flame
1st	Searing Smite
2nd	Branding Smite
2nd	Continual Flame
2nd	Flame Blade
3rd	Elemental Weapon (fire)
3rd	Blinding Smite
4th	Conjure Minor Elementals (fire)
5th	Flame Strike
5th	Conjure Elemental (fire)

CATCHING FIRE

At 1st level, fires created by your fire spells become stronger and more persistent. In addition to non-living objects, your fire spells can also set creatures on fire. By spending a sorcery point on a fire spell you cast against a creature, you can make your target catch on fire and take 1d4 damage for each turn they are ablaze. In order to extinguish the flames, a creature must spend bonus action to pat on the flames, requiring a Dexterity saving throw against your Spell Save DC.

This burning damage gets higher in higher levels; being 1d6 at 6th, 1d8 at 14th and 1d10 at 10th levels.

DREADFUL FLAMES

At 6th level, your fire spells become so tense and engulfing that they panic any creature that catches on fire. By spending an additional sorcery point, you can make a creature that is affected by your Catching Fire feature become Frightened for 1d4 turns. The creature can attempt to break free from this effect on its next turn by making a Wisdom saving throw.

PYROMANIA

At 14th level, you become pyromaniac when you are casting fire spells. Your fire spells become stronger and more destructive. By spending a sorcery point on a fire spell you cast that is level 1 or above, you gain an additional 1d6 bonus to fire damage, equal to the number of creatures that are currently ablaze because of your Catching Fire ability.

Additionally, your Spell Save DC against saving throws for Catching Fire and Dreadful Flames features increases by 2.

INFERNO INCARNATE

At 18th level, you become an avatar of fire. Your body looks like an erupt volcano and eyes glow red and yellow with flame and smokes coming out of them. You gain Immunity to fire, but Vulnerability to cold. The form lasts 1 minute, and you gain the following features while in this form,

As a bonus action,

- Your steps leave traces of fire and set the ground on fire, you create a line of fire in the track of your movement, 2 feet wide and as long as the feet you moved.
- You can send flames to a target within 60 feet of you, dealing 2d6 fire damage on a successful hit.
- You can intensify your flaming body and create an aura of fire that expends in a 5 feet radius of you, dealing 1d6 fire damage to targets who are within the area per turn.



SOL-TOUCHED

Sol-touched sorcerers carry the rune of Sol, the lightning and power rune. Characteristically, Sol makes them quick-minded but also impatient. Sol-touched sorcerers prefer to jump into tasks and challenges right away rather than conducting long planning. Yet, they don't stumble when their initiative runs sour, as they are flexible to shift their minds and think of alternatives right on the spot. As persona, they are mostly energetic and intellectual.

LIGHTNING IN THE VEINS

As a Sol-Touched Sorcerer, you gain the following features;

Lightning Reflexes: Sometimes you react in speed of lightning. You can choose to take Advantage on a Dexterity save. You cannot use this feature again until you finish a long rest.

Charged Air: You know that Sol ruling your powers also rule the skies of the realm. If the weather is stormy, you add 1.5 times of your Charisma modifier into your sorcerer traits such as Spell DC or Spell Attack Roll, rather than 1 times. Additionally, in stormy times there is 5% chance per turn that a lightning will strike the earth. You can use your Lightning Leap described below for traveling within those lightnings as well, if they strike within 20 feet of you.

LIGHTNING MAGIC

Your affinity with the rune of Sol lets you learn lightning and power spells that are not normally in your sorcerer spell list. While learning a new spell, you can choose one among the list below in alternative to spells in your sorcerer spell list. The spell you choose become a sorcerer spell for you.

Spell Level	Spell
1st	Witch Bolt
1st	Thunderous Smite
2nd	Call Lightning

LIGHTNING LEAP

At 6th level, you can travel through the path of lightning by spending 1 sorcery points on a lightning spell that you are casting. The destination must be within 10 feet of spell's target or covered area. This ability is a bonus action.

RESURGE

At 14th level, you can recreate the current of lightning when you leap through it and direct this current to a new target. By spending 2 sorcery points, you can choose to duplicate the lightning spell you have cast and target an

area or creature that is within 20 feet of the location that you have leapt with the Lightning Leap ability.

ARCS OF DESTRUCTION

At 18th level, you gain the ability of Arcs of Destruction. As a normal action, you let arcs of lightning emerge from you, touching and sparking everywhere within 10 feet of you. Those who come within the area get hit by the arcs. In each turn this feature is active, you can distribute a number of d4 dice equal to your HD among the creatures that are within range as lightning damage. Your Charisma modifier also counts into this damage as a distributable number. Your arcs make a touch attack roll with your Spell Attack Bonus. Those get hit by the arcs also should roll a Constitution save against your Spell DC. Creatures failing the save are Stunned for 1 round.

This feature lasts for 1 minute. Once used, you cannot use this feature again until you finish a long rest.

CHILDREN OF VANIR

Children of Vanir are sorcerers who descended from Vanir. Odin hunted down most of the Vanir and their mortals in the time of conquest, but some still survived and got assimilated into societies of Svilland's present. Many children of Vanir have no idea from where their sorcerous powers and blood come from. Others know some stories about their origins and have some ideas or quests relating to it. There are children who defy the Odin and his pantheon and are branded as heretics, and those who accept Odin as their All Father as well. Children of Vanir have some powers over time, and they realize the prize of wisdom when they move forward in their path.

MAGICK OF VANIR

Vanir were adepts in both magic of the runes that Odin found and sent to the realm, and magic that rule the untamable wild of the realm before the conquest of Odin. Descending from Vanir, you can tap into the wild as well as your sorcery magic. While learning a new spell, you can choose one among the druid spell list in alternative to spells in your sorcerer spell list. The spell you choose become a sorcerer spell for you.

FUTURE SIGHT

At 1st level you perceive time more deeply than folks and creatures of Svilland. Occasionally, you can glimpse into immediate future and react to it. With Future Sight, by spending 1 sorcery point you can activate one of the following abilities;

- You can always choose to be first in the initiative. If there are other creatures with this power or a similar one that involves time, you contest with those creatures normally but surpass the rest.



- You can choose to take Advantage on one of your actions.
- You can deny being surprised if your party is ambushed.

WISDOM OF FOREFATHERS

Vanir and their descendants are said to be very wise. At 6th level, you start delving into this wisdom and let it guide you along with your Charisma. Starting from 6th level, you also add half of your Wisdom modifier as proficiency to any skill, feature, or ability that leans on Charisma modifier.

DENY THE FATE

At 14th level you gain the Deny the Fate ability. With slight manipulation in the immediate future, you can bypass some outcomes. When a result happens, such as a killing blow on one of your allies or a deadly magic cast and succeeded by a creature, you can choose to cancel it and make the creature rerun its turn or make an immediate (1 turn) event disappear or be re-lived. Once you use this feature, you cannot use it again until you finish a long rest. You cannot use this feature to deny this feature and regain your slot.

SHIFT PARADIGM OF TIME

At 18th level, you gain the ability to shift your passage through time and diverge it from others'. With your will manipulating it, time starts to flow slower for you. As a bonus action and by spending 1 sorcery points, you can add an action (maximum 3) to your turn. This action can be selected from all types action, from a bonus action to a move or attack action. You can cast a spell in that additional action.

ARMORS, SHIELDS AND WEAPONS

In this part of the booklet you will find some new armors, shields and weapons which we did for Svilland

ARMOR AND SHIELDS

LIGHT ARMOR

Gambeson. Gambeson is the most common type of armor which is simply heavy clothing. It has layers of hardened wool inside which greatly reduces penetration.

MEDIUM ARMOR

Light Hide. This armor is made from thin hides, such as hares' and foxes'. It is as flexible as leather which makes it wearable without any penalties for mobility and stealth.

Medium Hide. This armor is made from hides such as wolves'. It is the most common type of hide armor and provides decent protection.

Heavy Hide. This armor is made from thick hides, such as grizzly or black bears'. It provides great protection but is quite clumsy compared to its counterparts. Some rural jarls and warlords perceive this armor as a symbol of status, as they usually make it from the bears they hunt down themselves.

Plated Leather. This armor has a leather breast armor worn over the studded leather and gambeson. The piece has thin plates sewn into its layers. It provides good protection.

ARMOR	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Gambeson	5 gp	11 + Dex modifier	—	Disadvantage	8 lb
Leather	10 gp	11 + Dex modifier	—	—	10 lb
Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb
Medium Armor					
Light Hide	20 gp	12 + Dex modifier (max 2)	—	—	12 lb
Medium Hide	45 gp	13 + Dex modifier (max 2)	—	—	14 lb
Heavy Hide	60 gp	14 + Dex modifier (max 2)	—	Disadvantage	17 lb
Plated Leather	400 gp	14 + Dex modifier (max 2)	—	—	18 lb
Chain Hauberk	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	20 lb
Heavy Armor					
Ring Mail	30 gp	14	—	—	25 lb
Chain Mail	75 gp	16	Str 13	—	22 lb
Lamellae	200 gp	17	Str 15	Disadvantage	33 lb
Square Plates	1500 gp	18	Str 15	Disadvantage	45 lb
Shield					
Round Shield	10 gp	+2	—	—	6 lb
Kite Shield	30 gp	+3	Str 13	Disadvantage	11 lb

tection and also is mobile and silent as plates don't touch each other.

Chain Hauberk. Hauberk is a lighter version of chain mail. Its sleeves come in short and do not cover the whole arms, it also does not have leggings. It is a simple and versatile armor that can be worn as a single piece without any straps or leather lines.

HEAVY ARMOR

Lamellae. This armor is made of pieces of thin, square or rectangular pieces of metal connected to each other with leather laces and sewn onto a leather base. They are tightly fit, which doesn't leave any gaps or open-

ings. Lamellar plating is nearly impenetrable by slashing attacks and can withstand much more pressure from piercing attacks.

Square Plates. Instead of thin pieces as in lamellae, this armor has thick, square plates melt and sewn to each other. Its pieces are very closely fit so there is no gaps in the front of the armor. The only viable way to penetrate this armor by piercing is to hit it with very heavy bows or targeting un-plated areas such as armpits and joints that still has chain mail for mobility.

WEAPONS

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Saex	10 gp	1d6 piercing	2 lb	Finesse, Light
Northfolk Javelin	1 gp	1d10 piercing	3 lb	Thrown (range 30/120)
Northfolk Axe	30 gp	2d4 piercing	4 lb	Heavy, two-handed
Svardstav	25 gp	2d4 slashing	4 lb	Heavy, two-handed
<i>Martial Range Weapons</i>				
Northfolk Sling	5 gp	1d6 bludgeoning	—	
Yew Longbow	75 gp	1d10 piercing	4 lb	Ammunition (range 150/600), heavy, two-handed

NEW FEATS

There are several new feats for Svilland.

LAUSATOK GLIMA

- You gain advantage on Athletics checks made for grapple. Grapple advantage
- Your unarmed strikes deal 2 damages.
- When you successfully grapple a target, you can choose to pin your target to the ground if your target's size is large or smaller. Throwing the target needs DC 15 Athletics check. If successful, target becomes prone.
- As long as you are facing your target, you get advantage on your Dexterity saving throws against your target's attacks which need a Dexterity check.

AXE & SHIELD STANCE

You hold your shield in front of you, pointing the enemy. While wielding an axe and a shield you can use this stance.

- You gain +2 AC.
- You can hook target's shield and disarm him/her if your target's size is large or smaller. You need to

roll an Attack Roll. If your attack is successful, then you can choose to disarm your target. If you decide to disarm your opponent's shield, your opponent rolls an Athletics or Acrobatics (DC is your attack roll). If the opponent fails, then the shield is disarmed.

- While in this stance, you choose an opponent. You give no attacks of opportunity to this chosen opponent.

RUNE MASTER

Prerequisite: The ability to cast at least one spell and Intelligence 13 or higher.

- You can become attuned to a Rune Stone in a short rest.
- You can cast again the spell in the Rune Stone with expanding your own spell slot with the same level of Rune Stone spell level.
- You can empower the spells in the Rune Stone with expanding your own spell slot which is higher than the spell's in the Rune Stone. For example, when you found a Rune Stone which has a 3rd level spell in it but you want to cast this spell from higher levels, you do so by expending your own spell slot.



DRAUGR SLAYER

- You have mastered battling against Draugrs.
- When you slay a draugr, you get an extra attack that turn.
- You gain advantage on attack rolls against Draugrs.
- You can not be flanked by Draugrs.

GEOGRAPHY

ODLEAF

Odleaf is border with the Van River from the west. The area is relatively flat by comparing it to Mighty Hills. Due to the Western Passage, which is an unpreferable natural gate to Alsvartr, trading is an efficient way for wealth. The transactions between Alsvartr and West Plains is taking attention from the capital. In last decade soldier numbers have increased in that area. Inhild Kaldottir rules Odleaf with a Tyr priest named Eskil from the town of Deildar.

BREISTOIR

(town, population: 2350)

Breistoir is a town that is near the Serpent's Lake. Similar to Farbjoor, the townsmen strongly believe a possible wyrm attack. Because of the fact that a water wyrm has been resting in the deep of the lake since Second Age, to be warriors of the town and ready to fight.

Breistoir has a beautiful lake landscape, the wooden walls and houses are the main district. The woods of Ranlon is near the town.

Town's main income sources are farming, forestry, agriculture and trading. It is strictly forbidden fishing in Serpents's Lake, people are afraid of disturbing the wyrm in the depths of the lake. People sell their agricultural items to Farbjoor, which which is lack of fertile land and farmers.

The town is ruled by a man named Brussi Karmsonn As well as Farbjoor, he also pays attention to guard the town.

WOODEN CASTLE

(town, population: 1360)

Wooden Castle is an outpost that was built on a hill. The town looks organised and nice with the groomed rooftops and walls. There is a big building at the top where the warlord lives with his family of seven, his four sons, two wives and a daughter.

The outpost has established 11 years ago due to the increasing activity in that area, the soldiers here are very well trained, the living conditions are very high.



WINTERBURY

Winterbury was an seidr town but it is important to underline that the town was the one that Seidr Council used to gather and also where they were murdered. Nowadays, the town is a ruin. The only thing that stay still is the watchtower of Odd. People said that, it did not fell over because of the the magic of seidrs, while some others come up with an idea that relates the situation with dwarves. They said that, the tower was made by dwarves at that time so it is very hard to fall apart.

The ruins are containing the stuffs that seidrs used, however beside some brave adventurers, nobody wants to go there, since a legend of a death seidr is crossing over the land from bard to bard. The story "tells that" the night of the massacre, "a" young daughter of a seidr was killed by "the" men of Bear King. The seidr had been so upset with all the destruction that he carried her body to the woods and hide it. Finally, he pulled death itself out of his daughter's body. When she woke up, she realised that her father was killed and the town was demolished. People believe that the girl is still staying in the town and guard it from the outsiders.

HRANSTOIR

(village, population: 340)

It is a small village with small wooden houses and tents in the forest of Noble Wood. There are always foggy because the forest is so moist and the winds are cold that people need to keep the fires lit all the time. Despite the small size of the village the altar in the deeps of the forest is always wet of blood of animals.

The village's main income source is herbalism and animal training. There are some dwarves and seidrs in the village. Ulvyg the Deerborn rules the village. His mother gave birth gave birth to him in the woods after she hunted a deer. She died after the birth but before she passed away she was able to wrap her son with the deer skin. With the skin, he could survive two days in the woods. Some find it hard to believe the fact that he hadn't eaten by animals, but some says that he is blessed with a deer spirit. He still lives in a tent that is made by the deer skin.

WESTERN PASSAGE

Western Passage was used to be a way to travel across the Ymir's Lashes. It binds Alsvartr and Nionaem together. If someone who lives in north of Nionaem, wants to travel Alsvartr, she has to use the passage in order not to extend the time for five days or vice versa. It is used by criminals, adventurers and dwarves.

DEILDAR

(town, population: 4360)

Deildar is in the north of Blackwind Outpost. It is also close to Noble Woods. It is surrounded by a wooden wall which is groomed very well. There are five watchtowers around the town because of town's close proximity to the borders. Four of them at the corners and one of them is behind the main gate. Another considerable place in the town is the judgement area, Eskil the Judge is juridify people in here.

Townsmen live in wooden houses, the buildings look nice unlike to the ones in the Odleaf. Most people are making money on farming and breeding animals. On the other hand, there are many people that good at herbalism, baking and brewing beer.

Inhild Kaldottir rules both Deildar and the whole Odleaf with Eskil the Judge.

RIVER END

(town, population: 2100)

River End is the town next to the Eastern Stream. The town has stone buildings that were gathered from the river. The domesticated animals could be seen near the homes.

The economy is mainly keen on fishing and animal breeding. Medicine is another important occupation around the town. From time to time, black stone may be found in the river in tiny pieces.

There are two famous healers, both of them are norsemen. They always regret to use magic and runes in the healing, both of them claims that "the nature around us is enough to heal any pain in the body". Unlikely the other herbalists in Nionaem, they are not well respected. Their prescriptions may include urine, blood from siblings or other relatives or menstruation blood, bird beaks and etc.

River End is ruled by Vali Gunlafsonn he is a wealthy norsemen and has three sons. They are all very strong and brave. He made his fortune with trading animals, however some claims that he found a special type of black stone in the river and sold it.

OCEAN'S BREATH

Ocean's Breath is a place between Van River from north, Alsvartr from the east and Grassland from the south.

The region is generally flat, full of plains, farms and large animal packs. The small, muddy and rocky areas of the east gives the way to large fertile plains.

The whole area is under the strong influence and pressure of Aleson the Arised and his clerics.

NYRSTADIR

(city, population: 11.650)

Nyrstaðir is the capital city of Nionaem. It was carried away from the old capital nine years ago, due to need of Aleson, who is able to set foot in lands once in every 27 days. In other times the city is ruled by an Aegir priest. For this reason, the new capital is near the ocean.

It looks fresh with all the new buildings and watchtowers. The stones and woods look brand new. However, it is easy to see tents in and around the city. Some travelers from the east, find it hard to understand why even the wealthy citizens prefer to live in a tent. On the other hand, the tents are bigger, sometimes has two or three rooms, it is not a problem to start fire in these tents. Hamarr Rest (Cliff Rest) is a landmark, it is the place where Aleson the Reborn lives in. The building is in the edge of a cliff, it has two floor. The wind always wave the flag of Nionaem in the terrace.

The folks are generally norsemen however it is easy to spot other races in the capital. Other races are always welcome just like any other place in the whole kingdom. The main reason behind exiles and discrimination comes from the disobedience to Tyr, Aegir and their priests. People could report to the priests if somebody speak against Tyr or Aegir.

The biggest "judgement area" in the whole mainland is in the Nyrstaðir. The Tyr priest in the city named Einar Gunnur is living near the area. On the other part of the city, the altar in the Aegir temple is always full. Most people think that with Aleson, the Judge and the Aegir priest, the city will never experience a disaster. The economy is good here, misery is not a treat for people. There are many occupations available from beer brewing and bakery to blacksmithing, fortune telling and fleshcarving. The market is prosperous, one could find many items.

• Inn of Big Spoons

Inn of Big Spoon is an inn in a "poor district", it is a two-floored building. The building is quite new with polished windows and doors. The inn has its' own barn, travelers' ridings could be stay in there, a young girl takes care the animals in the barn.

The owner is a half-giant named Azul, he is very good at cooking, baking and brewing. However all the tools that he uses are bigger than the regular ones. For this reason, the serving sizes are bigger in here. He is a honest owner, and could not stand bad behaviours and criminals.

• Skall Outpost

(town, population: 4680)

It is a military based town near the Nyrstaðir.

BROWN FOREST

Brown Forest is well-known with its' ravens and old hornbeams. People believed that the area is watched by Raven King, who is a powerful seidr that wears a raven beak helmet, a black feather cloak. He lives in the depths of the forest.

It is said that a group of seidrs from the mainland meet in the forest under the leadership of Raven King and named this meeting "Raven Council". Other people do not have permission to get involve Raven Council. Some believe that they report all important things to the council for this reason, Raven King is strategically important person even if he did not have land or a proper army.

• Ravens' Watch

(village, population: 230)

Raven's Watch is a small village near Brown Forest. The village looks miserable with worn tents and soots. There are only two building, one of them is the common house where the chef lives and people are free to get in and out. The second one is a Frejya temple, that contains only one room that is only 320 ft.

People wrap their bodies with animal skins, most of them looks hungry and sad. They live by hunting animals, gathering wild plants. Even if the forest is close to do forestry, they lack of tools and talented people.

The chef Banki does not know how to solve the problems of the Raven's Watch.

• Kolfavik

(Town, population:1240)

Kolfavik is in the north of the Brown Forest. It is located on a hill near the sea, for that reason sea is an important part of the landscape and the lifestyle. Because of the high tide ranges, people do not prefer to live close to the sea. Strong winds are always issue here, rooftops could be flown away and etc.

Townsmen live in small stone houses, and there are some who live in tents. The economy of the town focuses on the sea. Fishing is an important way for income, on the other hand those who have ships could carry people and the goods from Kolfavik to the any point in the west shore. Also, brewing beer is a profitable business here.

The town is ruled by barbarian named Abi who lives in a tent that is made from a Kraken skin. She lives in her big tent with her four children and husband. She wants to be a part of the navy force.

CITY OF BROKEN THRONE - HVANNSAVIK

(city, population: 9160)

City of Broken Throne is actually the old capital of Nio-naem in Ingmar's time, at that time the city is called Hvannsavik. After Aleson became the king, he broke the old throne and sealed old palace with runes. Nowadays, it's forbidden to get in the old palace.

Inside the walls of Burned Throne, there are many people live in. And as an old capital there are many occupations available in the city, from storytellers and brewers to adventurer.

There are three districts in the city, Forbidden District, South End, Dwarf Homes. But there is a rumour about secret dwarf tunnels under the city. Even if nobody knows where the entrance is, they still believe the idea of the tunnels.

• Forbidden District

It is a place that old mansion and Leirhofn located. After Aleson himself has broke the throne by himself, he seals all the doors to the mansion with runes.

• Dwarves' Houses

There were many dwarves in the city but they have moved away. It is said that they have been called by a northern dwarf town however these rumors may be false.

This part of the city has their own unique building system, the houses are made of stone and very close too each other. Most of them adjacent to one another and they have doors to one another. With the moving of dwarves, the houses started to used by others.

• South End

South End is the highest part of the city, there is a old watchtower in here. People could see from the distance Lake of Djúprvatn. It was the militaristic part of the city, however after the Ingmar's death the army have been moved from here to Skall Outpost which is near the Nyrstaðir.

MUDHELM

(village, population:310)

Mudhelm is a town has settled up on Eternal Marshes. There is a complex bridge system in town to moving around. People generally avoid the marsh.

DJUPRVATN (DEEP WATER)

It is a large lake south of the Hvannsavik. The water is dark blue, people could travel from one side to another with small boats, the towns/villages near the lake, fishing. The depth is unknown, even if people try to calculate, they couldn't manage to do it. They generally release long ropes or chains in the lake, however they couldn't touch the deep. As soon as they measure the depth is nearly 1500ft.

• Hleyp

(town, population: 2230)

Hleyp is a wealthy town near the Djúprvatn Lake.

The economy of the town mainly focus on trading. People trade the food items generally to Hvannsavik. For this reason, agriculture, animal breeding and fishing are the main jobs people do. Because of the increasing needs of the Broken Thorn, chefs and landowners apply pressures on the peasants. Another important occupation around the town is horse breeding, most of the stock farmers are used wild horses to domesticate. For this reason, these horse could be faster and stronger than other horses.

It is ruled by chef Asulf, he is not liked by the peasants because of his behaviours and attitudes against the townsmen.

GREN

(town, population: 1840)

Gren is a town that is nearly in in the middle between the new capital Nyrstaðir and the old capital Hvannsavik. It is under the hills of Haugar. It used to look like a fox hole under the hill, before all the building and crowd. But it is still called Gren(Fox Hole) in the Nionaem.

The buildings are very well made mainly from woods. The overall looks organised and good. There are two things are getting attention while passengers are approaching the town. The first one is the giant tree, it is a Vestar tree that in the middle of the town with its 195 ft height. The second one is Tyr temple, it is a two floored building. The first floor is made from stone while the second one is wood. The trials are made in front of the building.

Due to the good taverns and inns, travellers always would like to stay on the way to Nyrstaðir or vice versa. The town is ruled by a man named Vandil, he is an old soldier. After he lost his left foot, old king gave him the town to rule. Townsmen like Vandil.

MONSTERS

BEASTS

VANIR BOAR

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 32 (4d8 + 12)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Skills Stealth +4, Survival +2

Senses Passive Perception 9

Languages Vanirian (understands but cannot speak)

Challenge 1 (200 XP)

Charge. Vanir Boar has Charge feature that is listed in Monster Manual.

Relentless (Recharges after a Short or Long Rest). Furious Vanir Boar has Relentless feature that is listed in Monster Manual.

Scent. Vanir Boar has Scent feature that is listed in Monster Manual.

ACTIONS

Tusk. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 4) piercing damage

Wyld Stride (Recharge 5-6). Special: While in terrain with medium vegetation Vanir Boar can move 5 feet to a location that is covered by vegetation and make a Dexterity (Stealth) check with Advantage. If not detected, it magically emerges from an unoccupied space with vegetation that is within 30 feet of it.

DIRE VANIR BOAR

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 72 (8d10 + 32)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+1)	18 (+4)	2 (-4)	9 (-1)	5 (-3)

Saving Throws STR +8, CON +8

Skills Stealth +4, Survival +2

Damage Resistance Bludgeoning, Slashing

Senses Passive Perception 9

Languages Vanirian (understands but cannot speak)

Challenge 4 (1,100 XP)

Charge. Vanir Boar has Charge feature that is listed in Monster Manual.

Relentless (Recharges after a Short or Long Rest). Furious Vanir Boar has Relentless feature that is listed in Monster Manual.

Scent. Vanir Boar has Scent feature that is listed in Monster Manual.

ACTIONS

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 4) piercing damage

Wyld Stride (Recharge 5-6). Special: While in terrain with medium vegetation Vanir Boar can move 5 feet to a location that is covered by vegetation and make a Dexterity (Stealth) check with Advantage. If not detected, it magically emerges from an unoccupied space with vegetation that is within 30 feet of it.

DRAUGR

DRAUGR GUARDIAN

Medium undead, neutral evil

Armor Class 16 (Scale mail, Shield)

Hit Points 54 (9d8 + 18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	8 (-1)	10 (0)	5 (-3)

Saving Throws Con +4, Wis +1

Damage Immunities Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses Darkvision 60ft, Passive perception 10

Languages Understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Undead Fortitude: Draugr Servant has Undead Fortitude that is listed in Monster Manual.

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage. Bonus Attack if against a target that attacked in melee and missed. The target must succeed on a DC 12 Constitution saving throw or be Staggered for 1 turn.

Shield Wall. If two or more Draugr Guardians are within 5 feet of each other, they form a shield wall. Any ranged attacks or spells that depend on hitting a target from the direction they face have Disadvantage on their Attack Rolls.

DRAUGR DEADCALLER

Medium undead, neutral evil

Armor Class 16 (Natural Armor)

Hit Points 50 (10d8 + 10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+1)	10 (0)	12 (+1)	16 (+3)

Saving Throws Con +3, Wis +3, Cha +5

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses Darkvision 60ft., passive Perception 13

Languages Understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Undead Fortitude: Draugr Servant has Undead Fortitude that is listed in Monster Manual.

Detect Life: Draugr Deadcaller has Detect Life feature that is listed in Monster Manual.

Spellcasting: Draugr Deadcaller is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +4 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following sorcerer spells prepared:

- Cantrip (at will): Chill Touch
- 1st level (3 slots): Arms of Hadar, False Life, Mage Armor
- 2nd level (2 slots): Blindness/Deafness, Ray of Enfeeblement
- 3rd level (1 slot): Animate Dead

Affinity of the Dead: Draugr Deadcaller can cast Animate Dead spell with a Casting Time of 1 action.

ACTIONS

Withering Strike. Ranged Weapon Attack: +6 to hit, range 60 ft., one target

Hit: 6 (1d8 +2) necrotic damage.

Mark Mortal's Doom (2/Day). Draugr Deadcaller marks one of the Death Checks of a character that is within 30 feet of it. This ability has a mystical nature and cannot be resisted with a saving throw. This mark can be stacked only twice, meaning that a creature can only have 2 marks on it, no matter how many Draugr Deadcallers are present and used this feature on that creature.

HEL'S FIENDS

HEL TORMENTOR

Large fiend, lawful evil

Armor Class 16 (Natural Armor)

Hit Points 70 (10d10 +20)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (0)	10 (0)	14 (+2)

Saving Throws Strength +8, Constitution +6

Skills Perception +4, Intimidation +6

Damage Resistance Necrotic

Damage Immunities Poison

Condition Immunities Charmed

Senses Darkvision 60ft., passive Perception 14

Languages Understands Hel and Svillandic but can't speak

Challenge 6 (2,200 XP)

Light Sensitivity Hel Tormentor has Light Sensitivity that is listed in Monster Manual.

ACTIONS

Multiattack. Hel Tormentor makes two whip attacks.

Whip. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (2d4 + 4) slashing damage. Target must succeed on a DC 16 Dexterity saving throw or whip deals 10 (4d4) necrotic damage and target is grappled. Next turn if the target is still grappled Hel Tormentor can try to pull the target to himself. Target must succeed on a DC 14 Strength saving throw or be pulled 5 ft. towards to the Hel Tormentor.

Summon Tormented Soul (Recharge 5-6). *Special:* Hel Tormentor summons a Tormented Soul from Hel in a space within 30 feet of it. Any summoned tormented souls vanish and fade away when hel tormentor is slain or banished. Additionally, any living creature that is slain within the hel tormentor becomes a tormented soul for 1 hour or until hel tormentor is slain or banished.

Agonizing Shout (Recharge 5-6). *Special:* Hel Tormentor brings out a terrifying shout that reminds others of its unquestionable will. Creatures within 5 feet of Hel Tormentor must make Constitution saving throws. On a failed saving throw, a creature takes 21 (7d6) psychic damage and is deafened for 1 turn, it takes half the damage on a successful one.

TORMENTED SOUL

Medium undead, any

Armor Class 10

Hit Points 20 (5d8 + 0)

Speed 30 ft fly

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (0)	8 (-1)	8 (-1)	5 (-3)

Damage Resistances Bludgeoning, Piercing and Slashing from Nonmagical attacks.

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhausted, Grappled, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft., Passive Perception 9

Languages Infernal, any languages it knew in life

Challenge 1 (200 XP)

Ethereal Sight: The tormented soul can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement: The tormented soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Scream of Agony. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 12 (2d12) psychic damage. The creature that is hit must succeed on a DC 10 Wisdom saving throw or become frightened for 1 turn.

HEL STAGHEAD

Large fiend, lawful evil

Armor Class 12

Hit Points 63 (9d10 + 18)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	8 (-1)	5 (-3)

Damage Immunities Poison

Condition Immunities Exhausted, Poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands Hel and Svillandic but can't speak

Challenge 2 (450 XP)

Assault: If Hel Staghead moves at least 10 feet in a straight line towards a target and hits the target with an Action on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw. If the creature fails the save, it is pushed 5 feet and knocked prone. If Hel Staghead uses this feature on a target that cannot be pushed 5 feet to be knocked prone, for example if there is a wall behind, the target takes an additional 4 (1d8) damage and must succeed on a DC 10 Constitution save or become Stunned for 1 turn.

ACTIONS

Bastard Sword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (2d10 + 2) slashing damage

SUMMONED MONSTERS

BLACK WATER

Medium aberration, unaligned

Armor Class 13

Hit Points (10d10)+30

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	1 (-15)	6 (-2)	1 (-5)

Damage Resistance Slashing, Piercing, Bludgeoning

Damage Immunities Poison, Thunder, Acid, Necrotic, Psychic

Damage Vulnerability Cold, Fire, Lightning

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned, Prone, Exhaustion

Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 8

Challenge 4 (1,100 XP)

Amorphous: Black Water has Amorphous that is listed in Monster Manual.

Corrosive Form: Black Water has Corrosive Form that is listed in Monster Manual

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

RIFT MONSTER

Medium aberration, unaligned

A servant of Aegir that is seen by local folks from time to time, but never truly understood. It has an eerie shape filled with corals and sea sponges. Various bugs of the sea crawl on and within its rocky skin. It has glowing eyes of yellow without pupils, or at least they are thought to be its eyes.

Armor Class 18

Hit Points 96 (12d10 + 36)

Speed 30 ft and 40 ft swim.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (0)	4 (-4)

Saving Throws CON +7, STR +6

Skills Athletics +6, Perception +3, Stealth +4

Damage Immunities Cold

Damage Resistances Slashing, Piercing, Psychic, Fire, Poison

Damage Vulnerabilities Bludgeoning, Lightning

Condition Immunities Blinded, Deafened, Frightened, Poisoned

Senses Blindsight 30 ft. Darkvision 60 ft., Passive Perception 13

Challenge 8 (3,900 XP)

False Appearance: While the rift monster remains motionless in a body of water that it is at least half submerged, it is indistinguishable from a rock with corals.

Coral Visage: The rift monster has Advantage on its Dexterity (Stealth) rolls to hide when it is at least half submerged in a body of water.

Adaptive Breathing: The rift monster can breathe both underwater and on the ground.

Needs Water: The rift monster must submerged into a body of water at least once every hour. If it fails to do so, its corals start to dry, gaining resistance to Lightning damage and becoming

Vulnerable to Fire damage

Slashing Corals: A creature that is Grappled by Rift Monster takes 1d6 slashing damage from the corals on the monster's body each turn it remains Grappled by it.

Poisonous Corals: The creature has corals that are poisonous. Any creature struck with rift monster's blows must make a DC 15 Constitution saving throw or take 9 (3d6) necrotic damage, half as much on a successful one

ACTIONS

Multiattack. The rift monster makes two punch attacks.

Punch Melee Weapon Attack. +8 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing and 6 (1d6 + 3) bludgeoning damage

Maul Melee Weapon Attack. +8 to hit, reach 5 ft., one target
Hit: 9 (2d6 + 3) piercing and 9 (2d6 + 3) bludgeoning damage

Spray Poison (Recharge 5-6). The rift monster sprays a cloud of poison from its sea sponges. Any creature within 5 feet of the rift monster must make a Constitution saving throw. On a failed save, a creature takes 24 (7d6) poison damage, half as much on a successful one. The rift monster can make this action as a Bonus Action.

Spray Ink (Recharges after a Short or Long rest). The rift monster sprays a black goo from its sponges. If it does so within a body of water, it clouds a cubic area of 15 ft. radius. It is impossible to see within this area unless with magical means such as True Sight spell. If the creature uses this action on surface, an area of 20 ft. square becomes slippery as if affected by the Grease spell.

CELESTIALS

LESSER HOLY GUARDIAN

Medium celestial, lawful neutral

Armor Class 14 (Ring Mail)

Hit Points 30 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (0)	10 (0)	14 (+2)

Saving Throws STR +4, CHA +4

Skills Athletics +4, Persuasion +2

Damage Resistance Necrotic, Poison, Radiant

Condition Immunities Poisoned

Condition Resistances Charmed

Senses Passive perception 12

Languages Asgardian, Celestial, (All humanoid languages)

Challenge 1 (200 XP)

Angelic Weapons: Lesser Holy Guardian weapon attacks are magical. When Lesser Holy Guardian hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

ACTIONS

Multiattack. Lesser Holy Guardian makes two longsword attacks.

Bastard Sword Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 7 (1d10 + 2) slashing damage plus 4 (1d8) radiant damage.

HOLY GUARDIAN

Medium celestial, lawful neutral

Armor Class 14 (Ring Mail)

Hit Points 56 (8d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	18 (+4)

Saving Throws STR +7, CON +5, CHA +6

Skills Insight +6, Athletics +7, Persuasion +6

Damage Resistance Necrotic, Poison, Radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities Poisoned, Charmed

Senses Passive perception 16

Languages Asgardian, Celestial (All humanoid languages)

Challenge 4 (1,100 XP)

Innate Spellcasting Holy Guardians innate spellcasting ability is Charisma (spell save DC 14). Holy Guardian can innately cast the following spells, requiring no components:

- **At will:** detect evil and good, pass without trace, detect thoughts.
- 1 day each: calm emotions, dispel evil and good, greater restoration
- **Magic Resistance** Holy Guardian has advantage on saving throws against spells and other magical effects.
- **Angelic Weapons:** Lesser Holy Guardian weapon attacks are magical. When Lesser Holy Guardian hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

ACTIONS

Multiattack. Holy Guardian makes two greatsword attacks.

Bastard Sword Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 4) slashing damage plus 4 (1d8) radiant damage.

VALKYRIE

Large celestial, lawful neutral

Armor Class 19

Hit Points 126 (18d10 + 72)

Speed 40 ft. fly 80 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	15 (+2)	24 (+7)	16 (+3)

Saving Throws Int +10, Con +12, Wis +16, Cha +11, Str 15
Skills. Perception +13, Insight +13, Religion +8,
Damage Immunities Necrotic, poison
Damage Resistances radiant; bludgeoning, piercing, and
slashing from non magical weapons
Condition Immunities Charmed, exhaustion,
Senses truesight 120ft., passive Perception 26
Languages All
Challenge 14 (18,000 XP)

Innate Spellcasting: Valkyrie's spell casting ability is Wisdom (spell save DC 21). It can innately cast the following spells, requiring no material components:

- **2/day each:** blade barrier, dispel evil and good, resurrection
- **Celestial Weapons:** Valkyrie's weapon attacks are magical. When Valkyrie hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Divine Awareness: Valkyrie knows if it hears a lie.

At will: detect evil and good (self only)

Magic Resistance: Valkyrie has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Valkyrie makes three greatsword attacks

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft. , one. target. Hit: 13 (4d6 + 6) slashing damage plus 19 (4d8) radiant damage.

Wrath From Heavens (Recharges after a Short or Long rest).

Stórr Valkyrie can enter the battlefield from the skies in a burst of light and flames. When it enters this way, an area of 20 feet square blasts apart. Creatures that are targeted by Stórr Valkyrie that are within the area must make Dexterity saving throws. On a failed saving throw, a creature gets 15 (3d10) fire damage, 15 (3d10) bludgeoning damage and 5 (1d10) radiant damage, half as much on a successful one. Those that fail their saving throws also fall prone.



SVILLAND

CAMPAIGN SETTING



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